

Aperture Masking at Keck



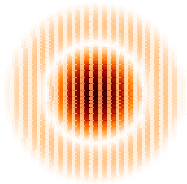
Peter Tuthill

Sydney University

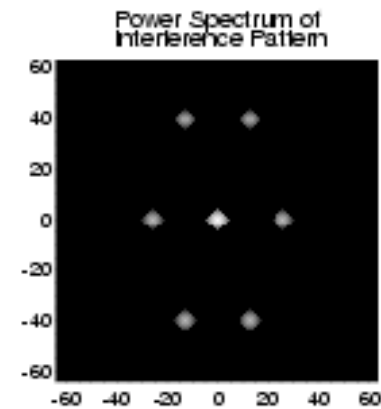
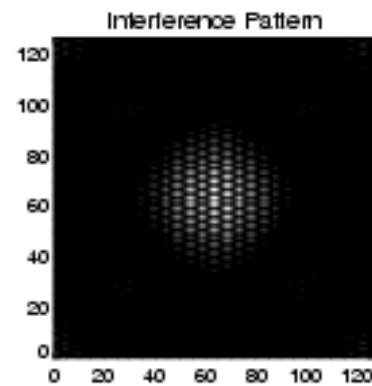
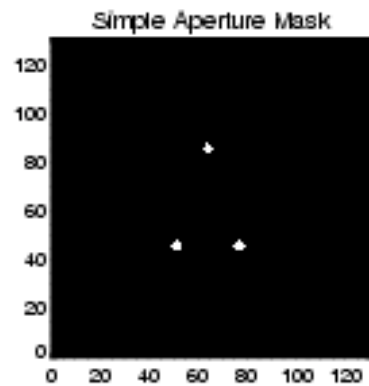
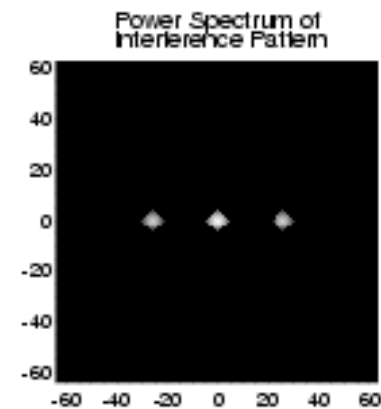
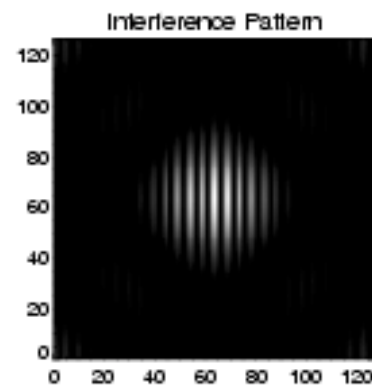
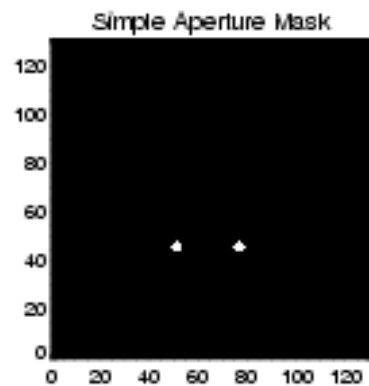
Collaborators

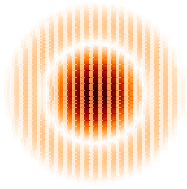
John Monnier (CFA)

Bill Danchi (NASA-GSFC)

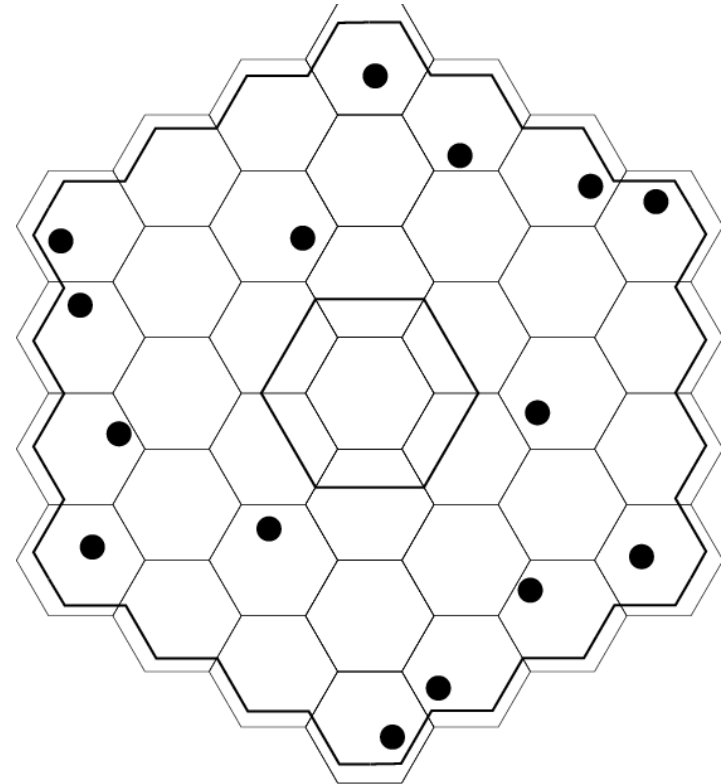


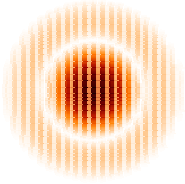
Aperture Masking: Examples



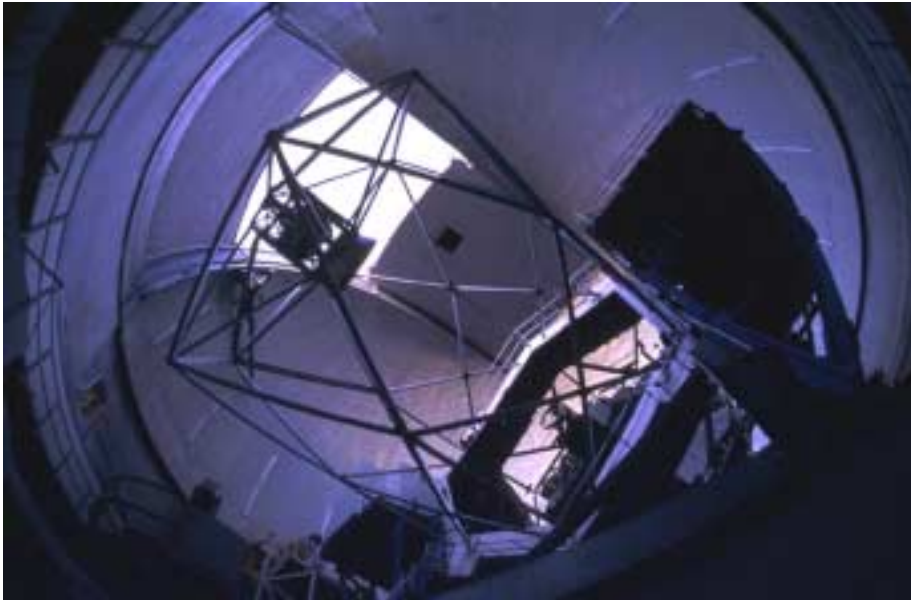


Keck-I Telescope: 10-m Segmented Primary

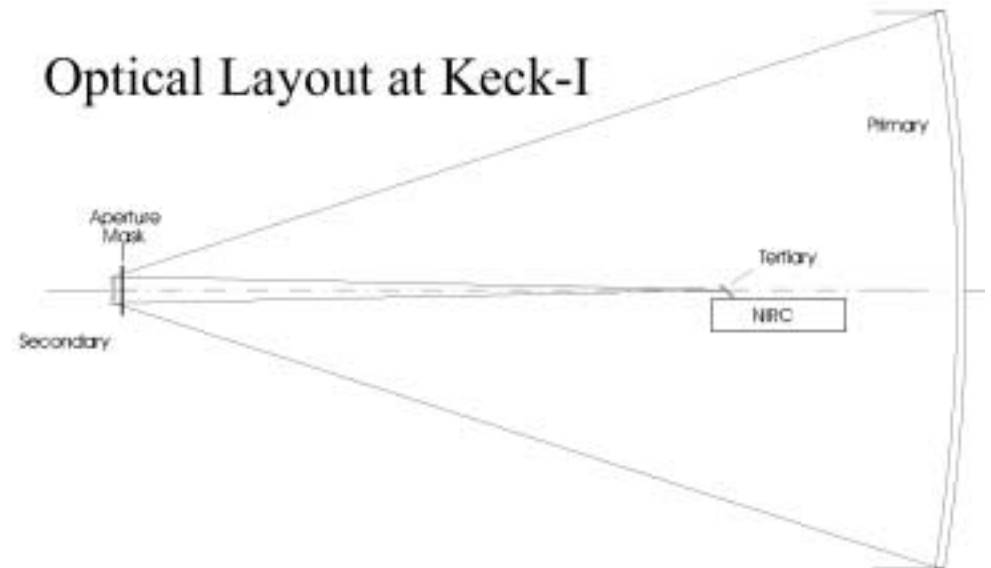


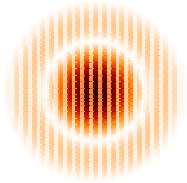


Installing the Aperture Mask



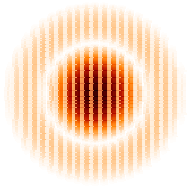
Optical Layout at Keck-I





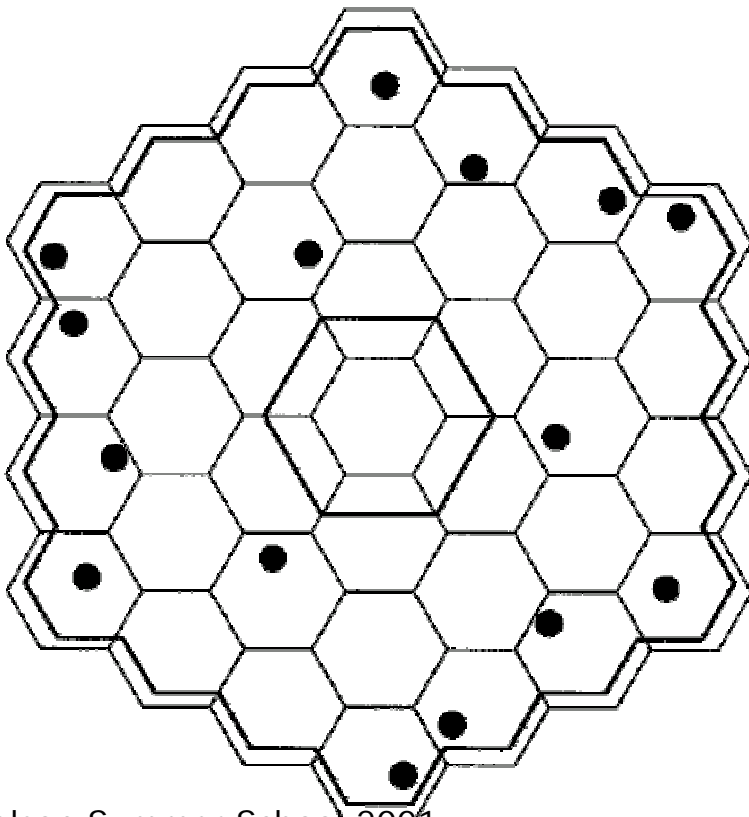
The Secondary Mirror & Mask



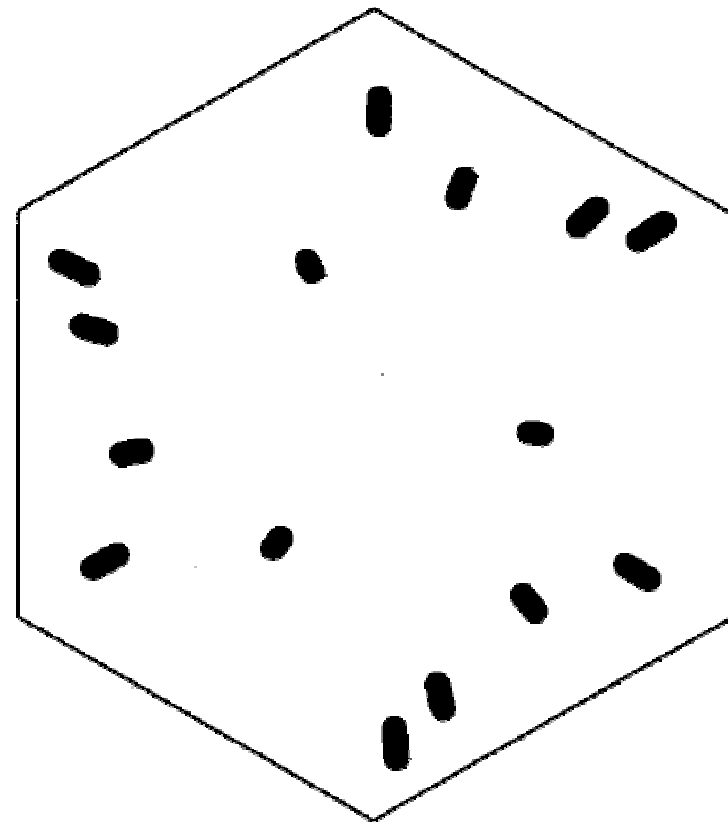


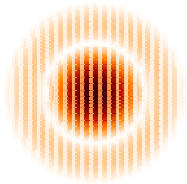
Non-Redundant 15-Hole Aperture Mask

As Projected onto
Primary Mirror

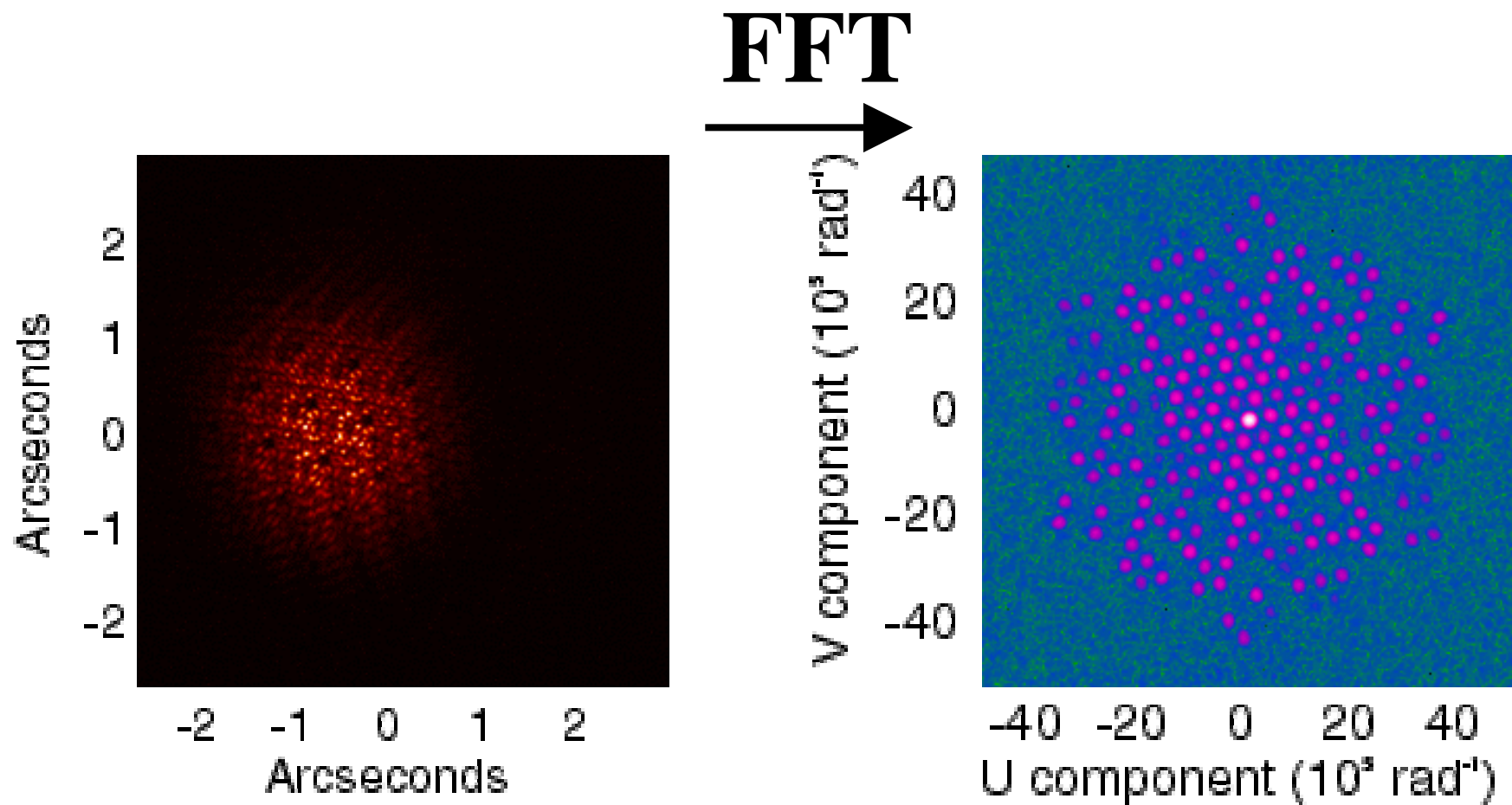


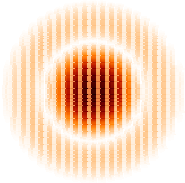
As Cut into the
Aluminum Mask



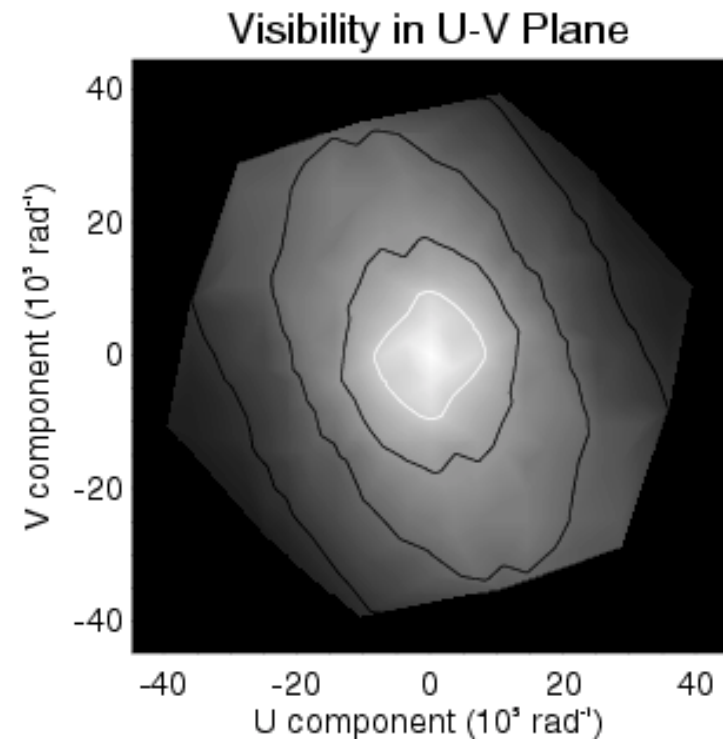
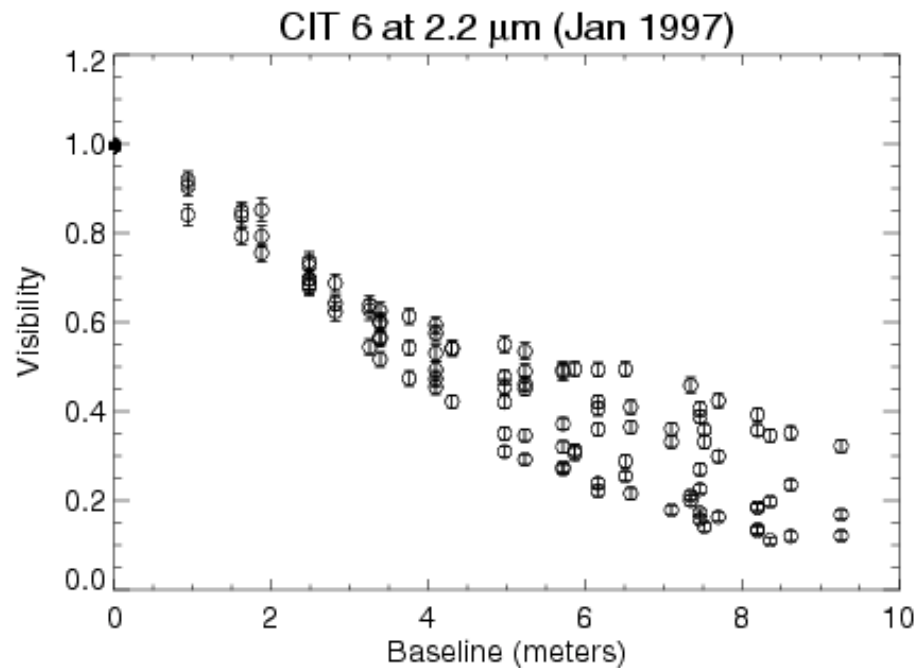


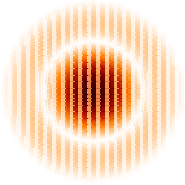
Speckles and Power Spectra





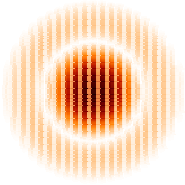
Analyzing The Amplitudes...



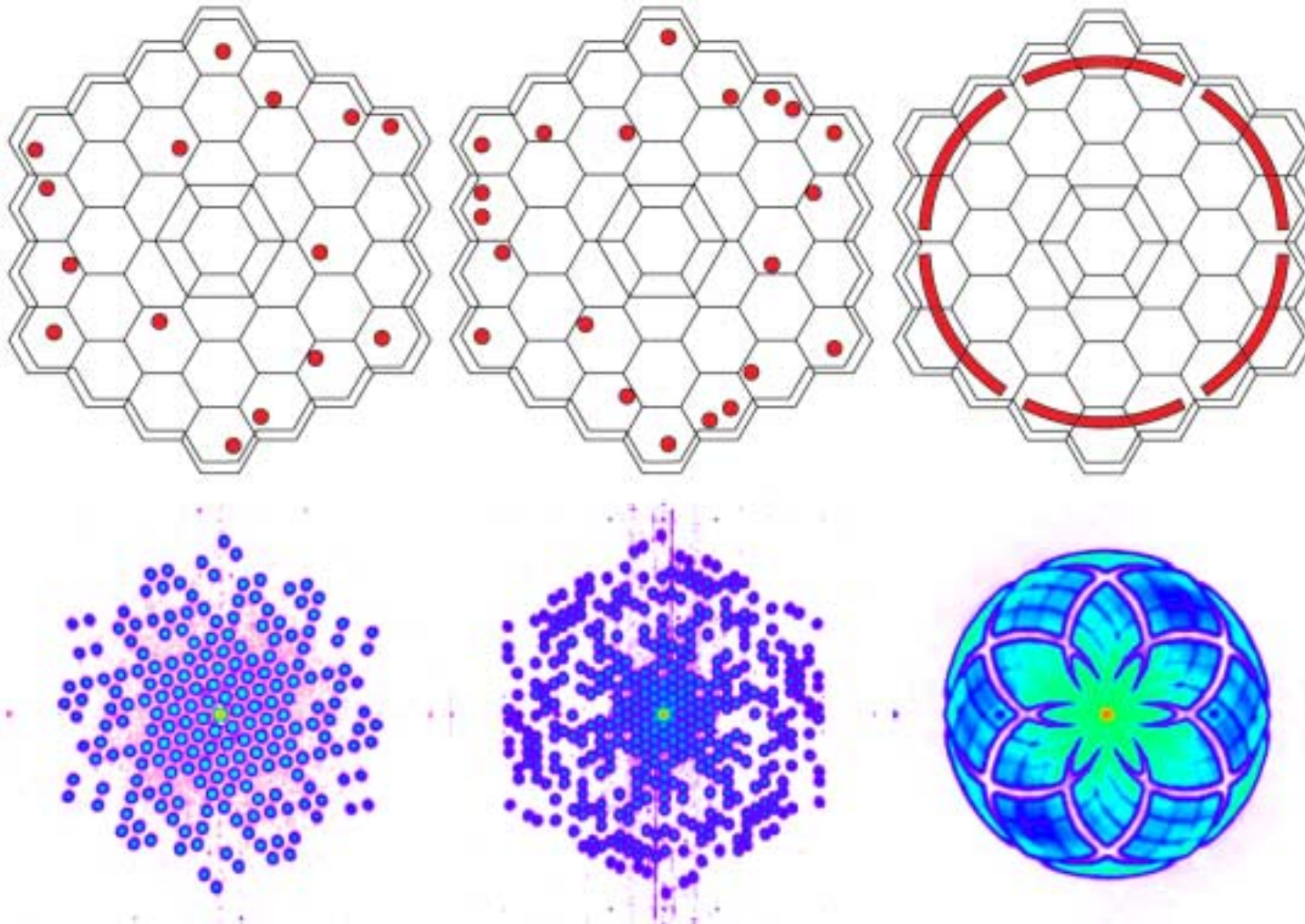


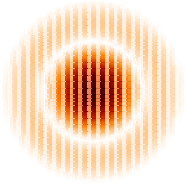
Observing Details

- NIRC camera
 - Helium cooled InSb array
 - Interference filters 1 to 3.5 microns (typical 1-5% bandwidth)
 - Integration time 140 millisec
 - Nyquist sampled at 2 microns (aliased at J and H)
 - Data cubes of $256 \times 256 \times 100$ frames
 - Read noise of 60 electrons
 - High Resolution Mode: Lyot stop not functional
- Observing Strategy
 - Keck time \$1.00 per second
 - Source – Calibrator typical delay 5-10 minutes
 - Good calibrators hard to find – multiply used and sometimes far away
 - Attempt to get parallactic angle change for asymmetric sources
 - Typically 4-6 mask changes per night (10-minute operation)
 - Multiple wavelengths taken on each source
 - Keep transfer function constant

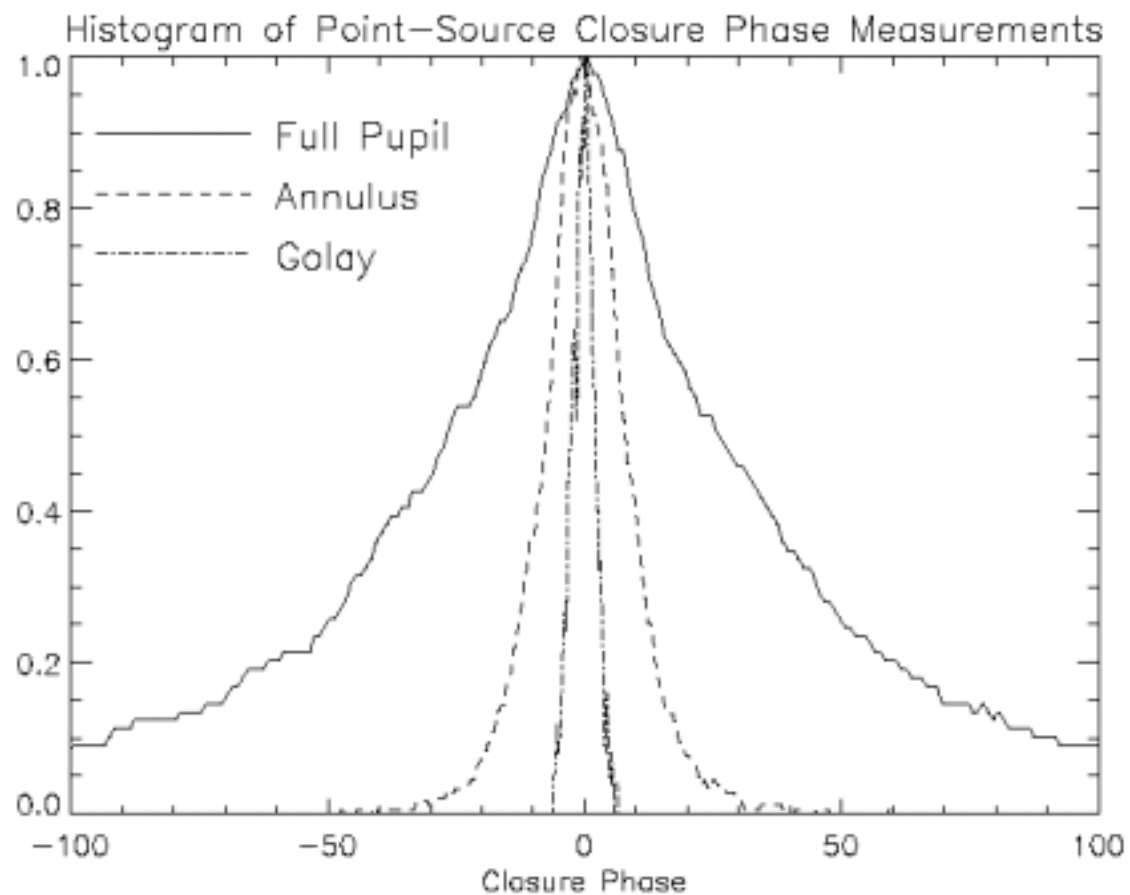


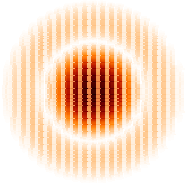
Other Aperture Masks



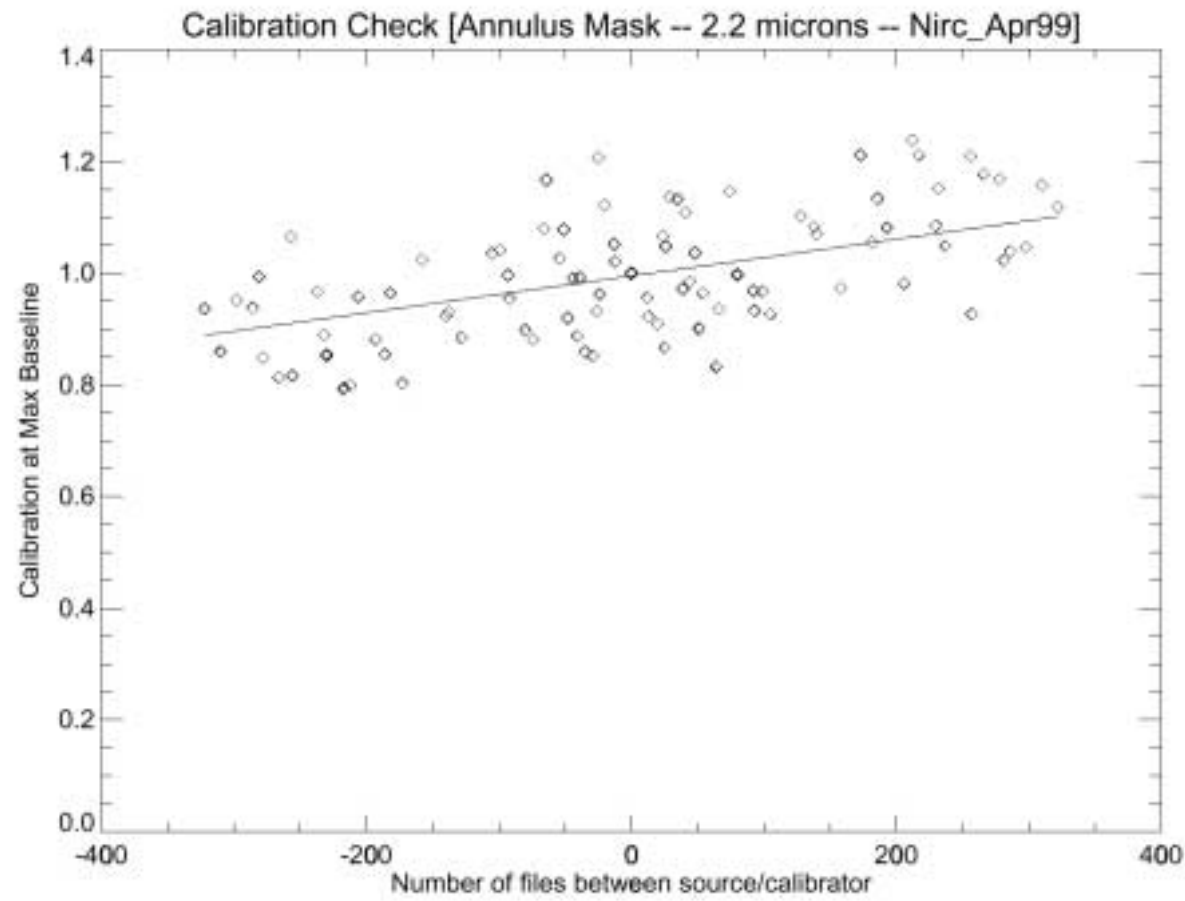


Closure Phase Comparisons

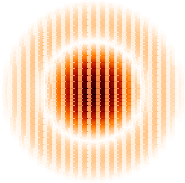




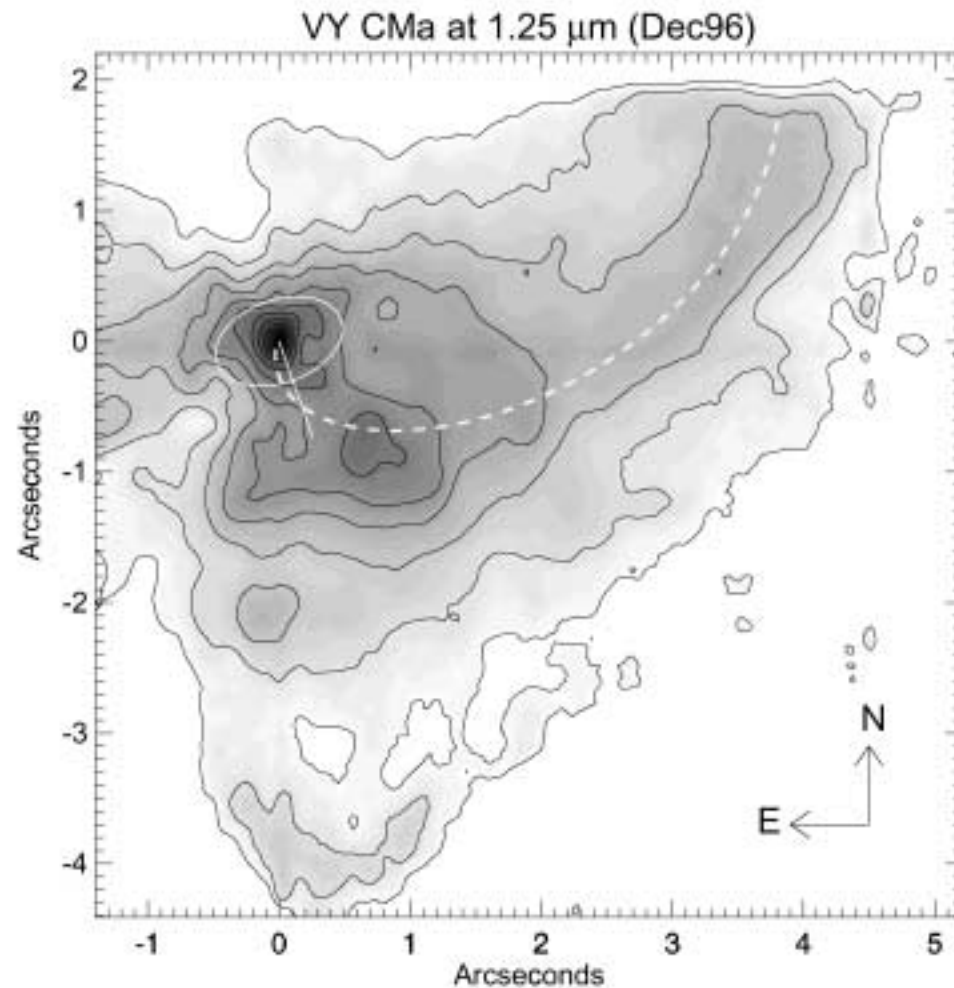
Calibrating the Visibility

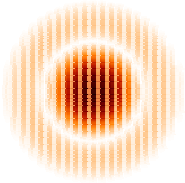






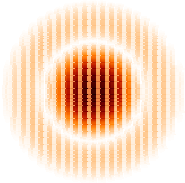
Adaptive Optics Imagery



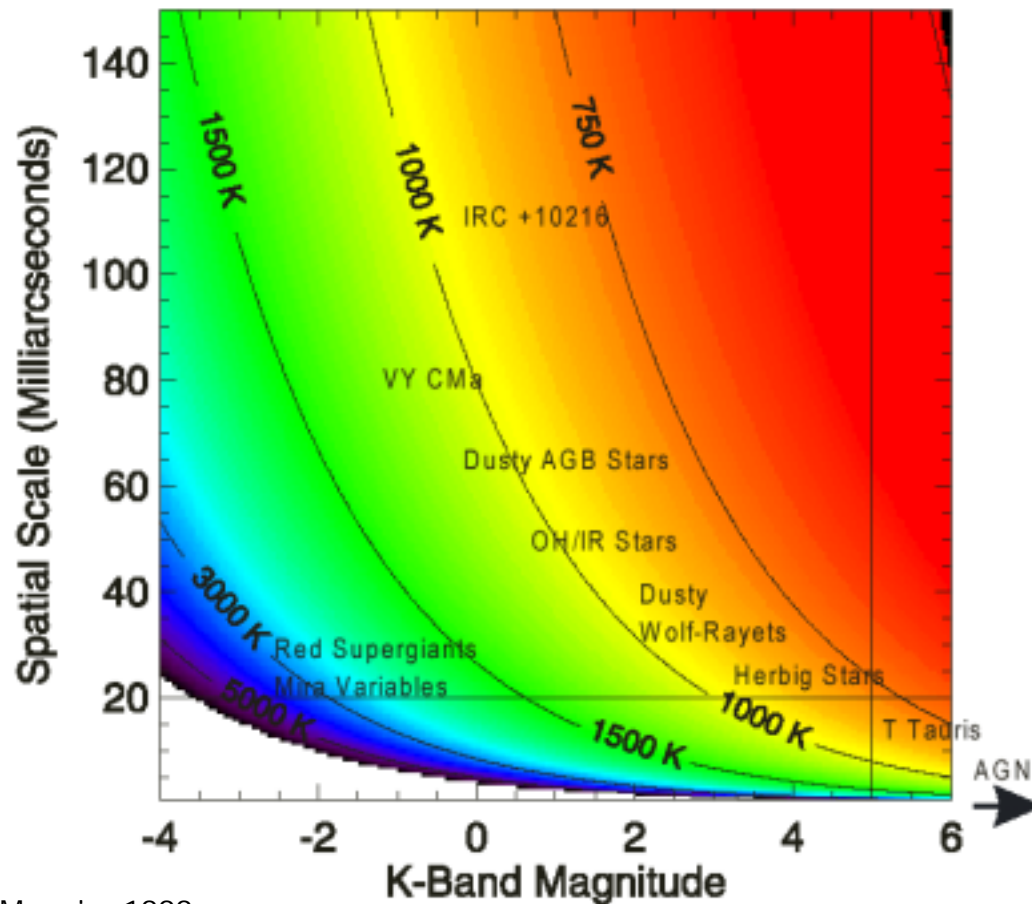


Comparison to Other Techniques

- Aperture masking
 - Calibration is insensitive to seeing variations
 - Superior signal-to-noise ratio for bright sources
 - Utilizes existing imaging codes developed for radio
 - Less Photons - Avoids NIRC saturation (Betelgeuse K mag -4)
 - Very limited UV coverage and Field Of View
- Speckle Imaging
 - Full UV coverage
 - More Photons!
 - Lower SNR on each datum
- Adaptive Optics
 - Calibration of sky AND AO system more difficult
 - Require bright optical counterpart
 - Relatively Large FOV but imperfectly corrected



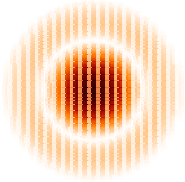
Parameter Space



- Evolved Stars
 - Photospheres
 - Hotspots and opacity effects
 - Mass-loss and dust formation
- Wolf-Rayet stars
 - Colliding winds
- Young stellar objects
 - What is the size of IR emission?

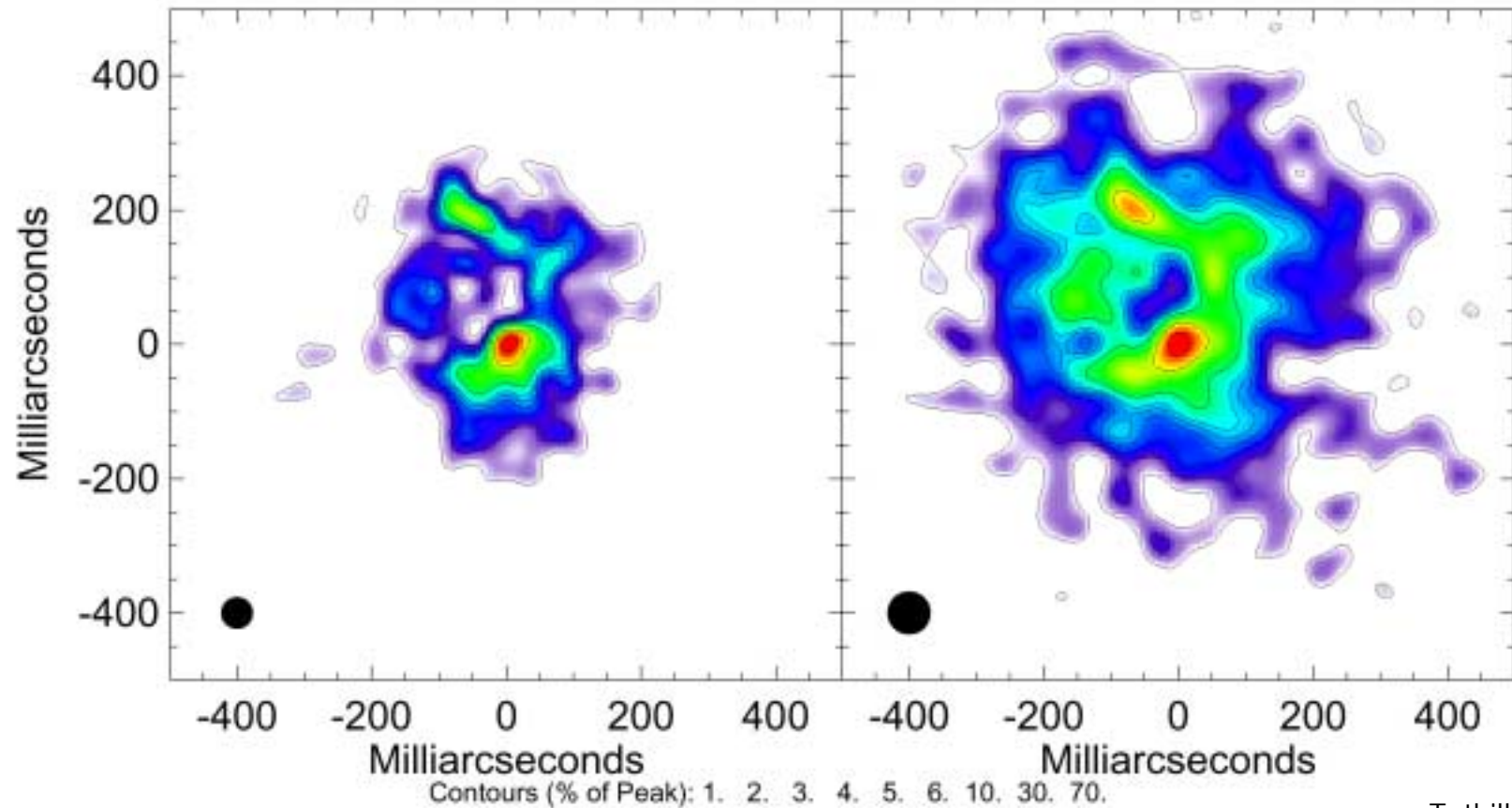
Monnier 1999

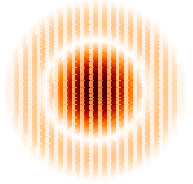
Michelson Summer School 2001



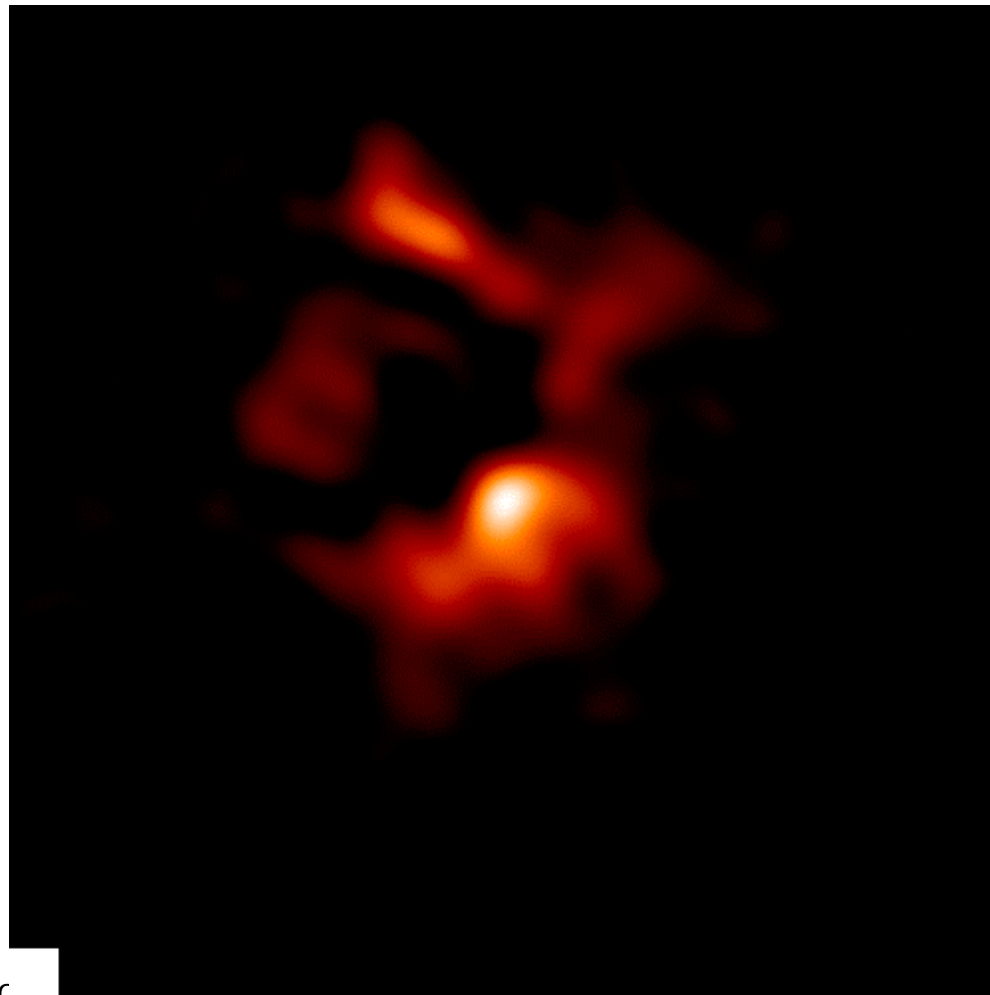
Clumpy Dust Formation

IRC +10216 at 2.2 and 3.1 μm (Jan 97)

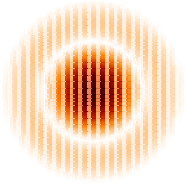




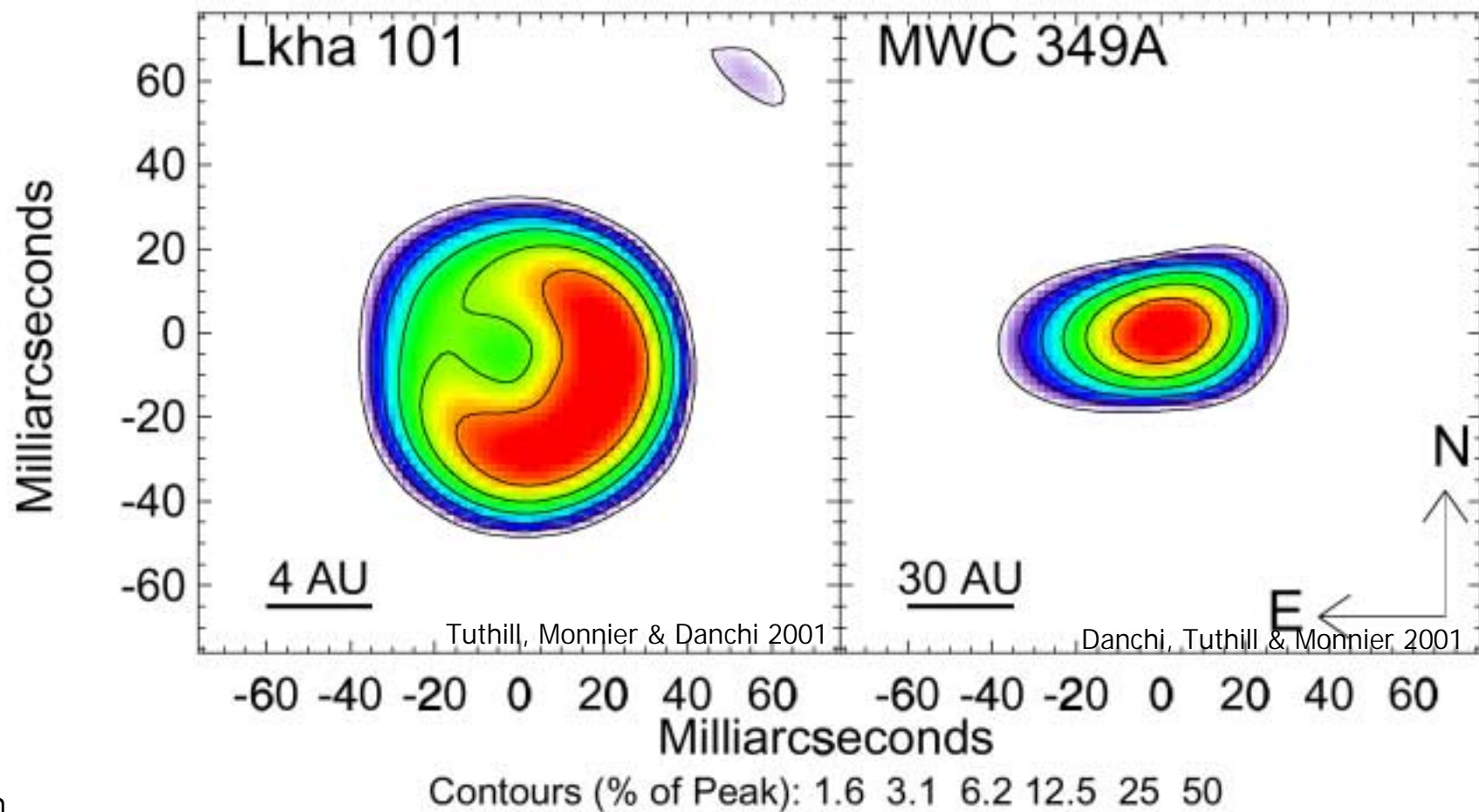
IRC +10216 Movie (3.5 years)

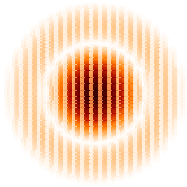


20 AU

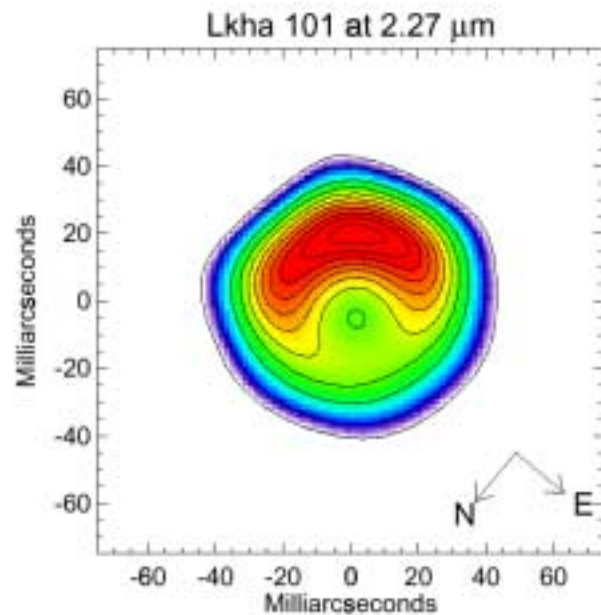


Disks Around Herbig Ae/Be Stars

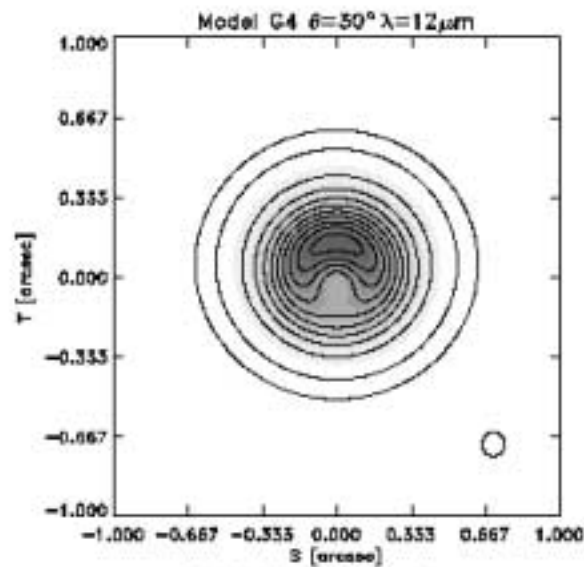




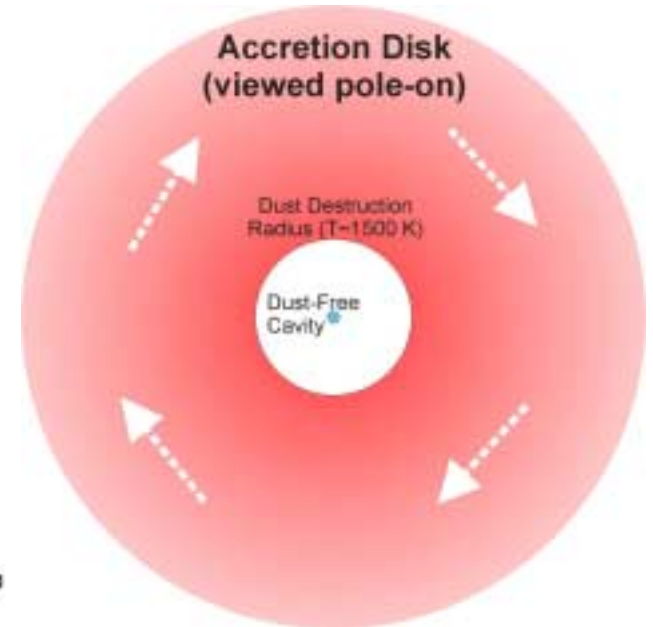
Thermal Emission From Disk With Central Hole

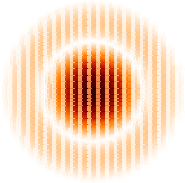


Tuthill, Monnier & Danchi 2001

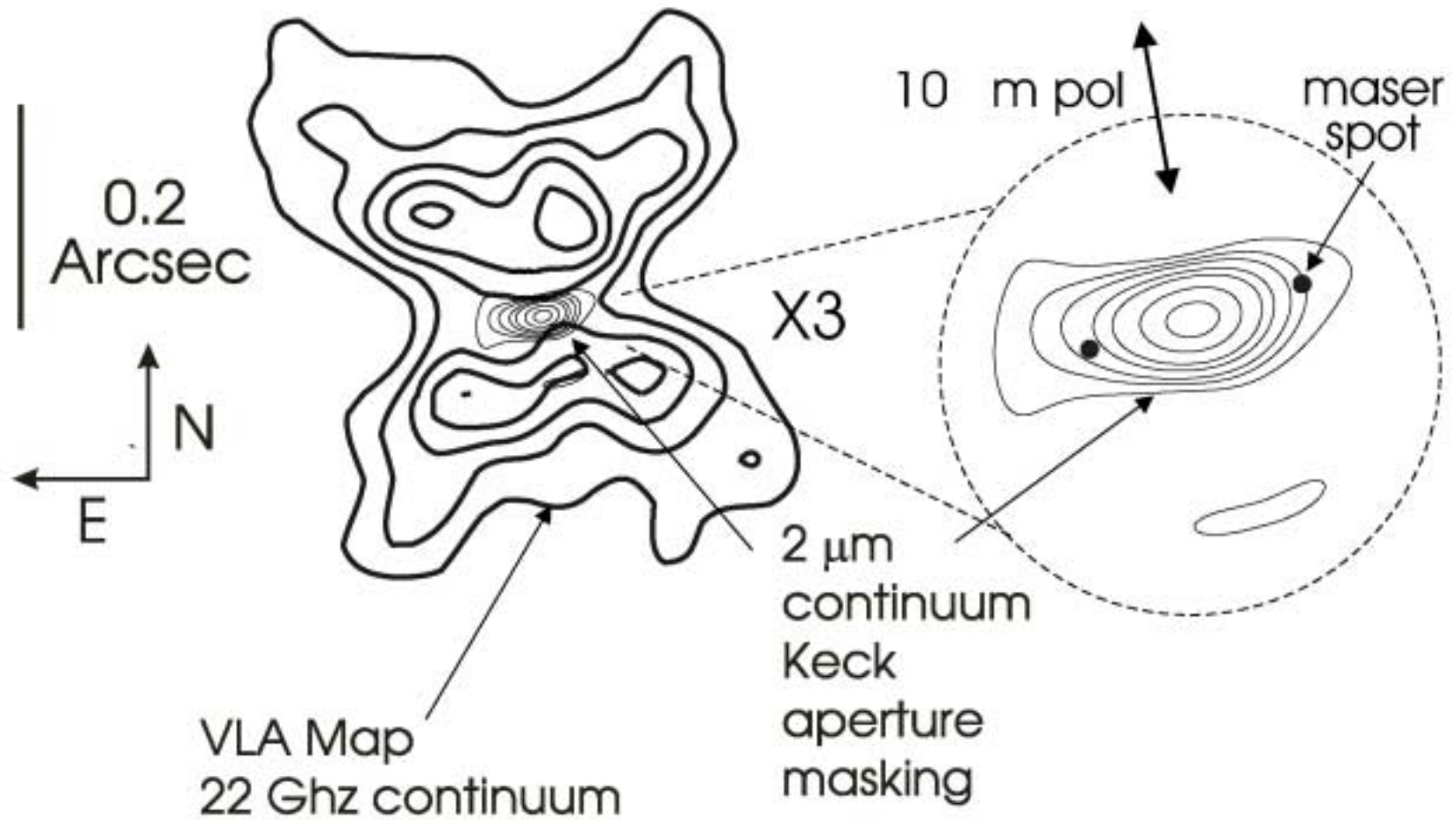


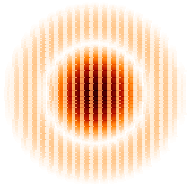
Kessel et al. 1998





MWC 349A





Segment Phasing Problems

